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Subject: Re: 32 bit wchar - for now in branch  
Posted by [Tom1](#) on Thu, 02 Dec 2021 10:47:55 GMT  
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Mirek,

It all seems to work just fine now! Thanks! :)

Maybe you could clean up the reference/OpenGL by removing CodeEditor and adding CtrlLib:

[https://www.ultimatepp.org/forums/index.php?t=msg&th=11665&goto=57699&#msg\\_57699](https://www.ultimatepp.org/forums/index.php?t=msg&th=11665&goto=57699&#msg_57699)

Best regards,

Tom

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